CLEAN VERSION OF AMENDED SPECIFICATION PARAGRAPHS

METHOD AND APPARATUS FOR CONTROLLING IMAGE TRANSPARENCY
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The paragraph beginning on page 1, line 13.

C2

Users of three dimensional graphic scenes are often interested in a background object and the spatial relationship between a foreground object and the background. For example, in the medical imaging example described above, a surgeon may interested in viewing the heart and the spatial relationship between the heart and the rib. In current three dimensional imaging systems, the rib may be removed from the image in order to view the heart, but this eliminates some of the information of interest, namely, the spatial relationship between the heart and rib.

The paragraph beginning on page 5, line 6.

C3

In operation, modulating factor 275 is generated as described above and input to graphics engine 270. For example, a cosine function applied to an angle of incidence of zero at cube face 200 yields a modulating factor of one. The factor is input to graphics engine 270, and processor 260 drives display 250 to display opaque cube surface image 280 on display 250. Background 290 is obscured by the opaque image 280.

The paragraph beginning on page 5, line 19.

C4

Computer program 330 is executed from computer-readable media 320 by processor 310. The program 330 modulates the transparency of an image as a function of an angle of incidence of a vector normal to a viewing surface at a surface of an object. For example, cube 350 is oriented with edge 360, which is an edge of cube face 385, parallel to viewing surface 120. Viewing surface normal vector 370 creates an angle of incidence 380 with cube face 385. Angle of incidence 380 is forty-five degrees, and assuming a cosine modulating function, the image of cube face 385 is displayed as a partially transparent cube face 390 on display 340, since the cosine of forty-five degrees is .707.